

FIG. 1

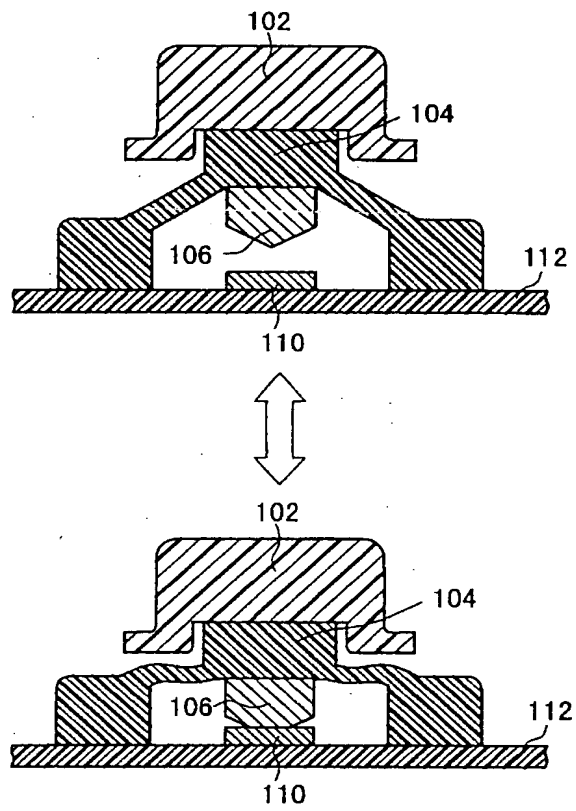


FIG. 2

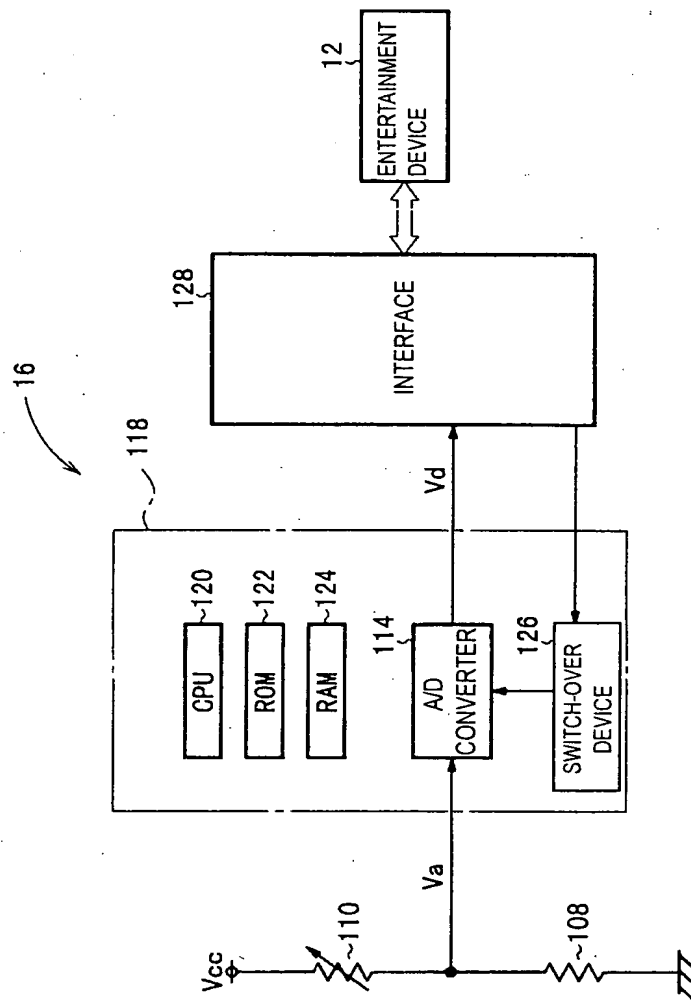


FIG. 3

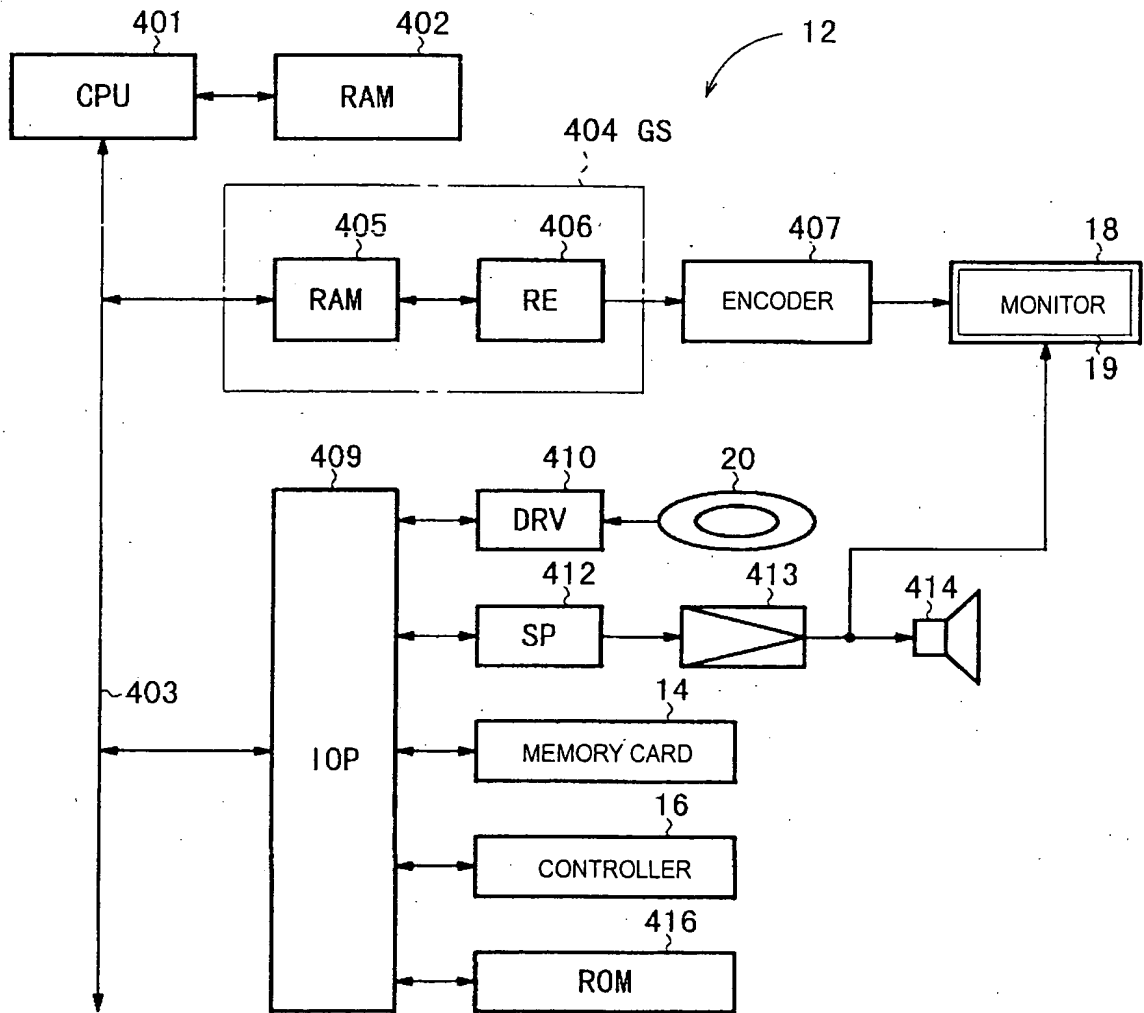


FIG. 4

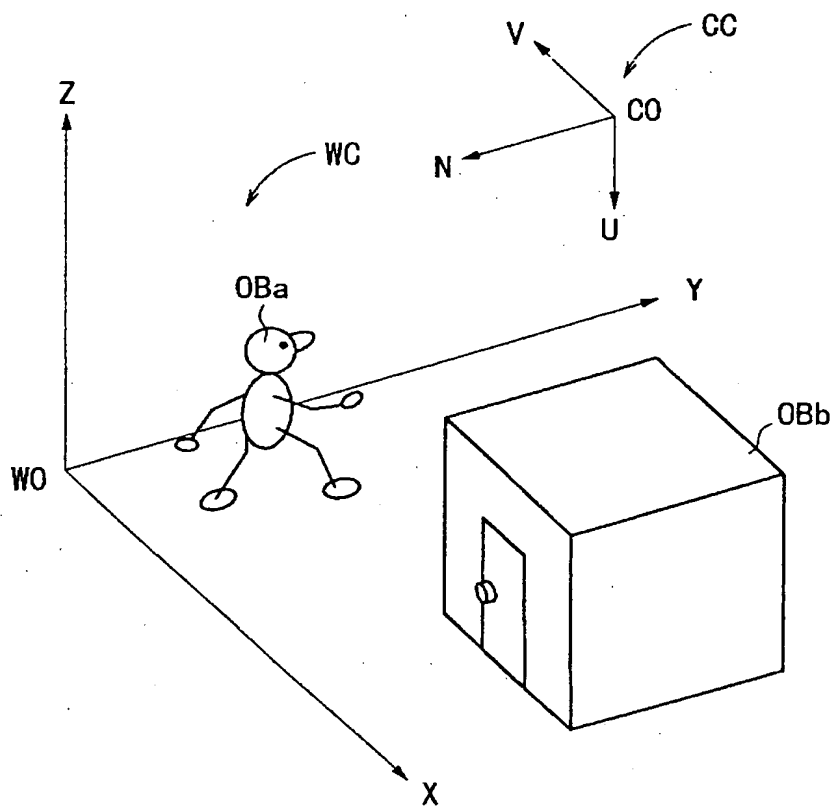


FIG. 5

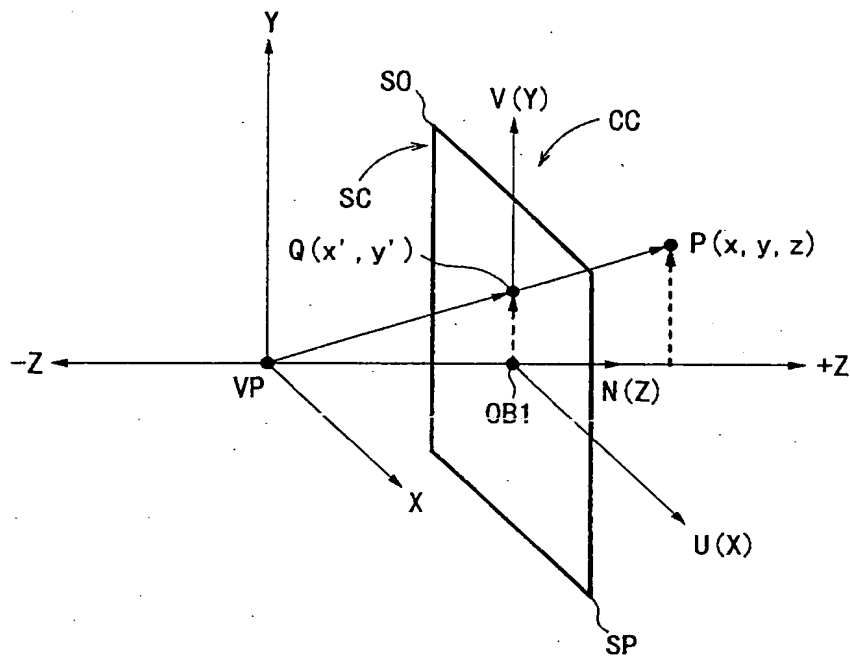


FIG. 6

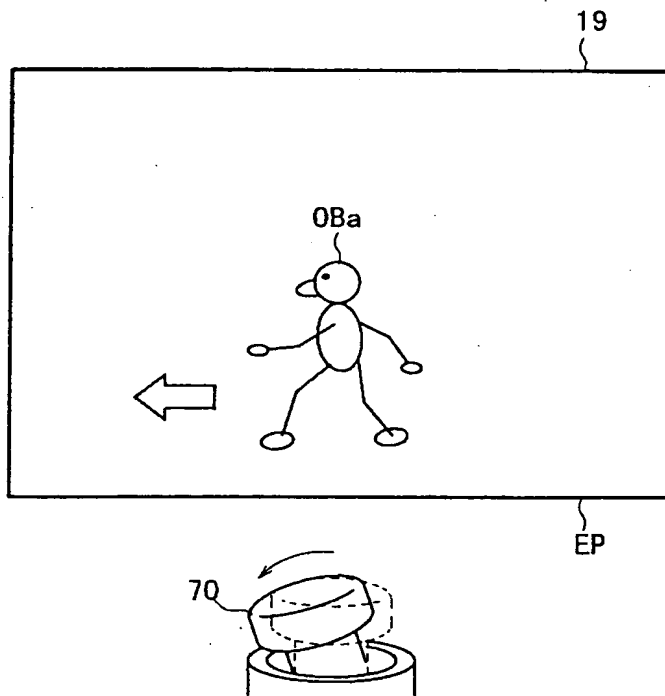


FIG. 7

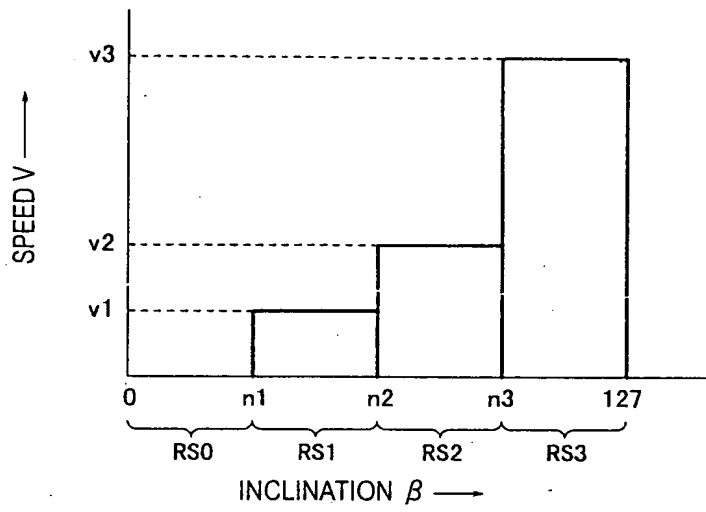


FIG. 8

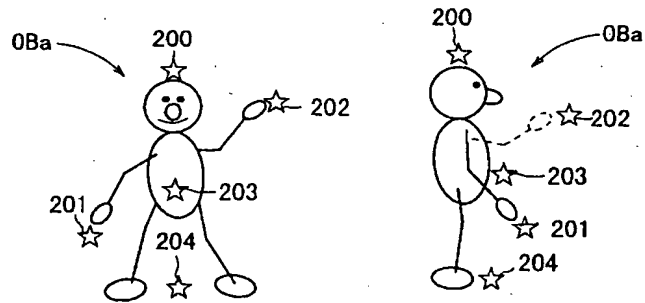


FIG. 9

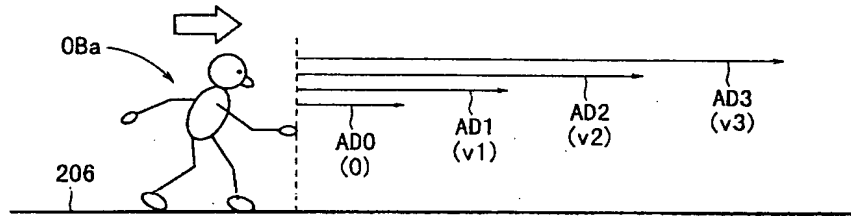


FIG. 10

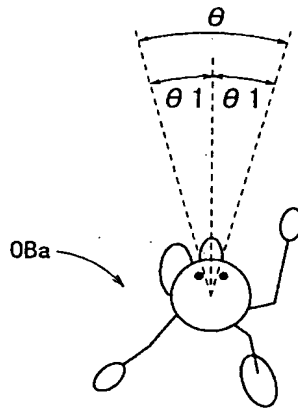


FIG. 11

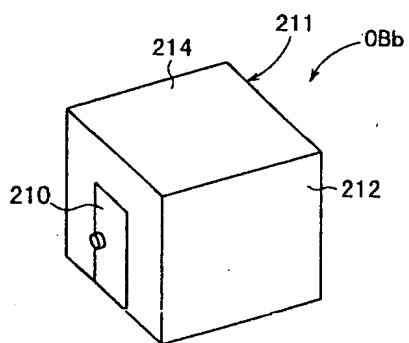


FIG. 12

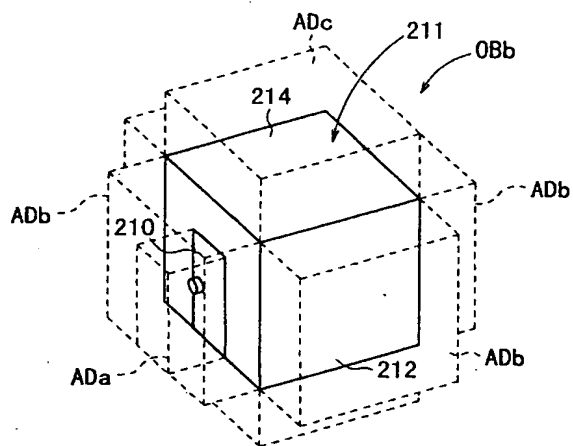


FIG. 13

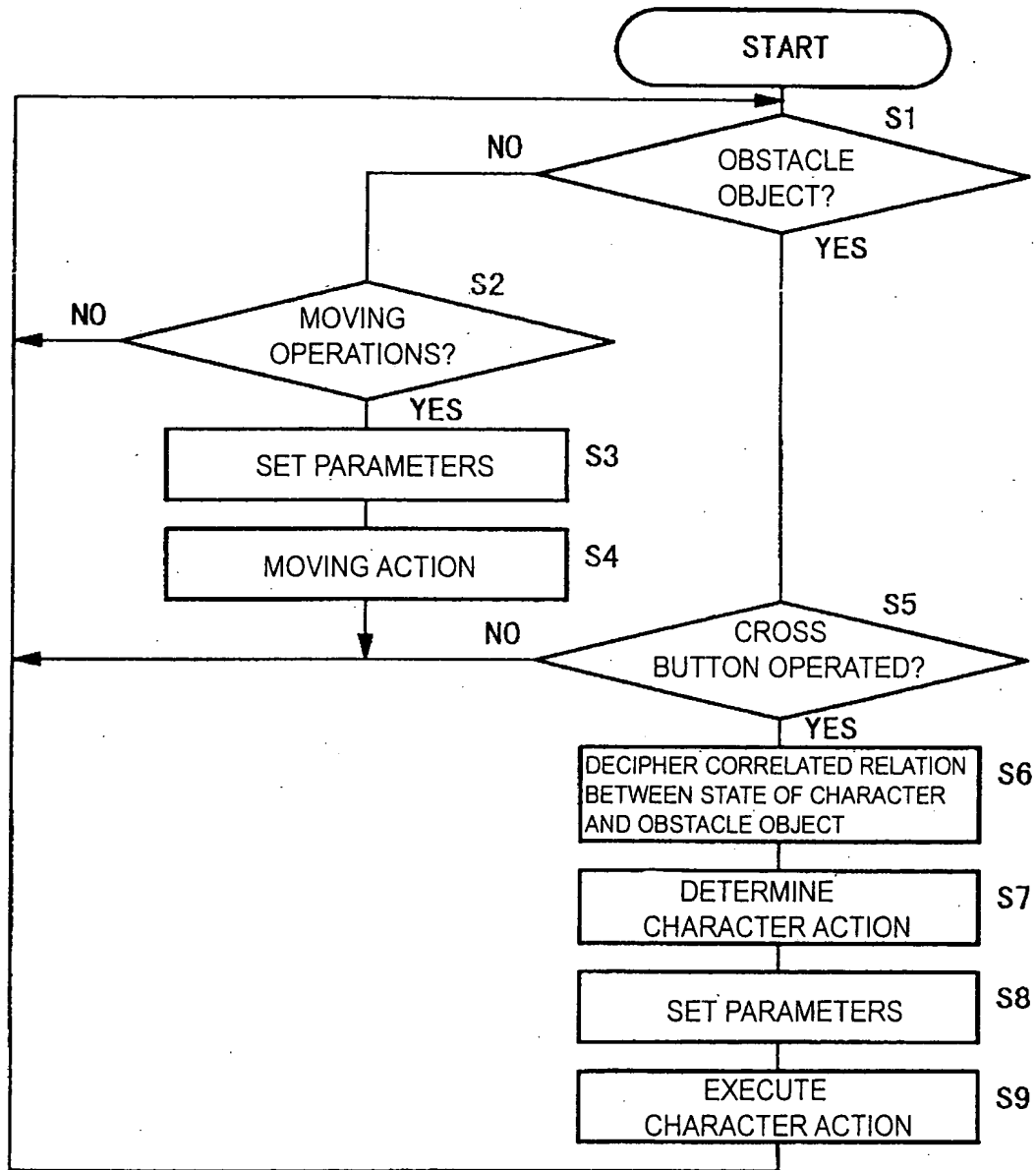


FIG. 14

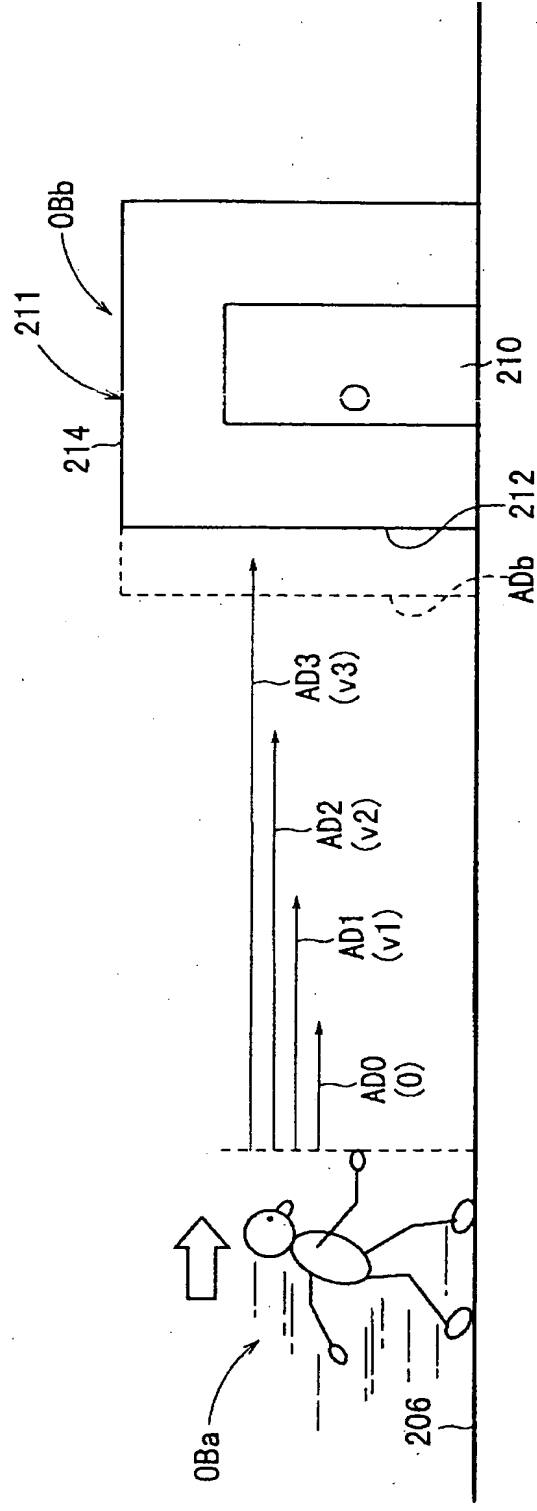


FIG. 15

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PERIMETER RANGE	CHARACTER ACTION
AD3	JUMP OVER
AD2	JUMP AND CLIMB ONTO ROOF
AD1	GRAPS ONTO EDGE AND CLIMB UP
AD0	

FIG. 16

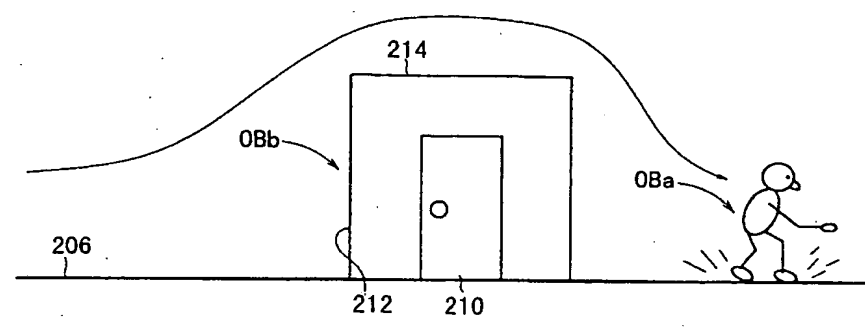


FIG. 17A

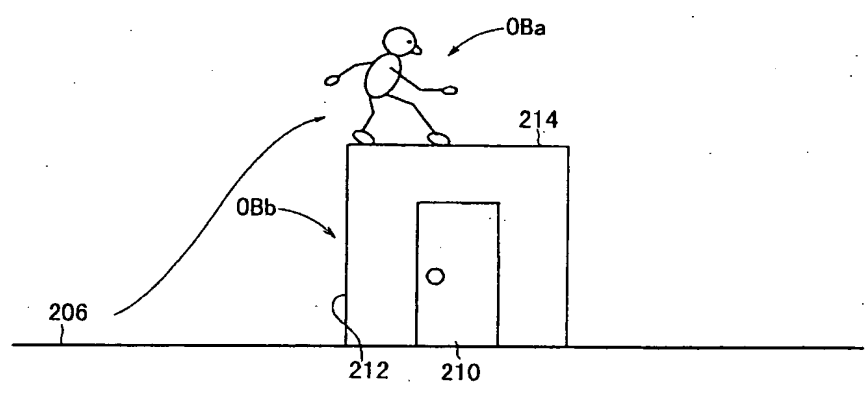


FIG. 17B

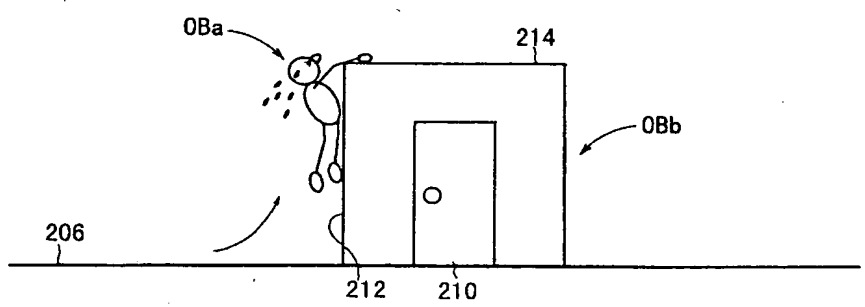


FIG. 17C

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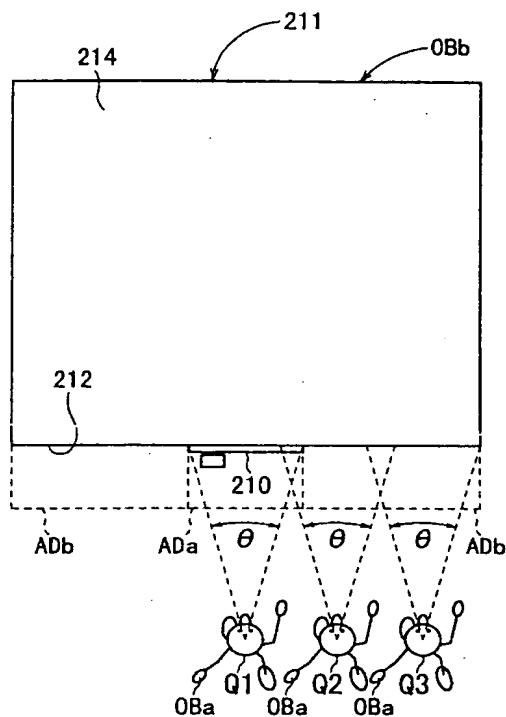


FIG. 18

PERIMETER RANGE	CHARACTER ACTION
AD3	DESTROY DOOR AND ENTER
AD2	
AD1	OPEN DOOR AND ENTER
AD0	

FIG. 19

FIG. 19

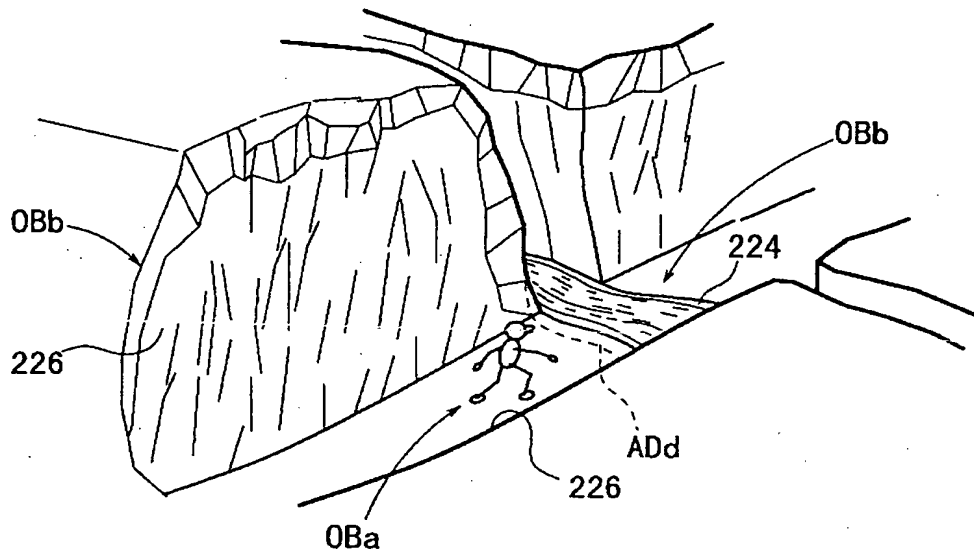


FIG. 20

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PERIMETER RANGE	CHARACTOR ACTION
AD3	RUNNING JUMP
AD2	
AD1	STANDING JUMP
AD0	

FIG. 21

FIG. 22A

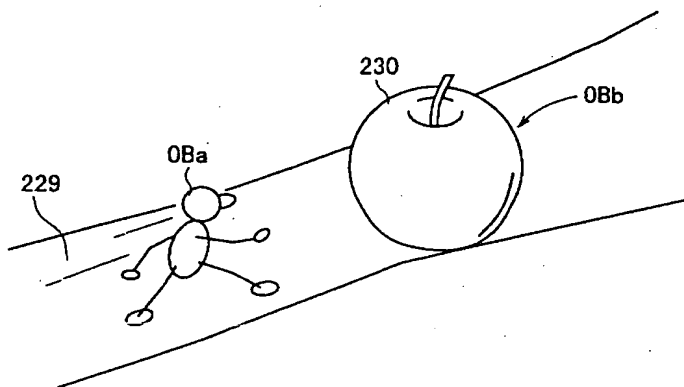


FIG. 22B

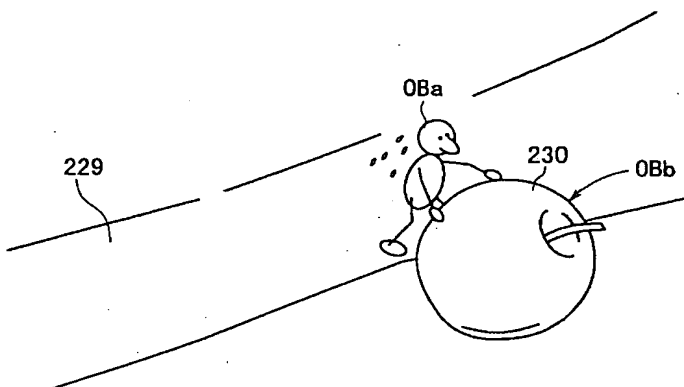
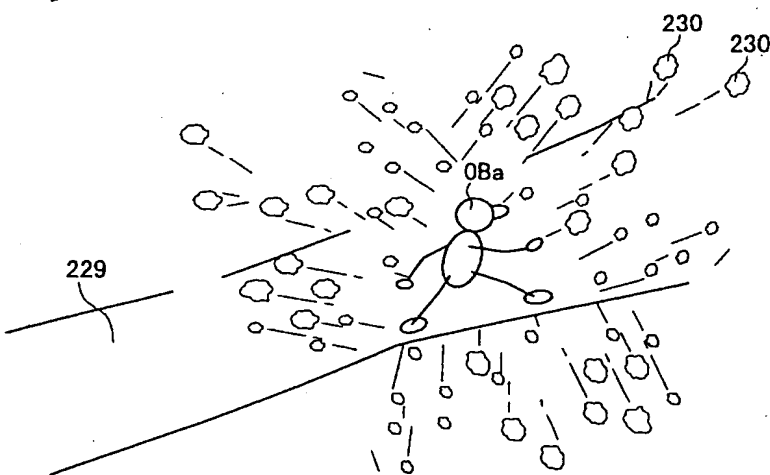


FIG. 22C



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PERIMETER RANGE	CHARACTER ACTION
AD3	DESTROY
AD2	
AD1	MOVE
AD0	

FIG. 23